Introduction

This assignment asks you to construct some simple graphical user interface (GUI) applications. Please try to use Java's Swing components to build the user-interface, basing your design on a JPanel, so that you can easily add one or more instances of it to a JFrame or another JPanel.

Note: *Use DrJava and write the code by hand. You will also need the Java documentation, the textbook, and maybe the course slides. It will take time, but doing it this way should help you really understand it and so enable you to build bigger and better systems in the future. Don't just solve the problem one way, try to think what alternative solutions there are, and what the advantages and disadvantages of each might be.*

Do each part in its own project workspace.

_____

(a) Pot Luck

Design and implement a GUI application that presents a game based on a 5 by 5 grid of buttons. One of the buttons (selected at random) "hides" the prize. A status bar at the top of the window shows the number of guesses. When the prize button is pressed, the status bar shows "You got it in x attempts!"

_____

(b) *...coming soon!*